



WarGods of Aegyptus Rules Amendments

The following are the official updates and amendments to the WarGods of Aegyptus 2nd Edition rulebook. All officially sanctioned Crocodile Games events will implement these rules. Each entry is listed by page number and section heading, and all of the relevant text within that section has been included here.

Page 27, Body Armor

Heavy Armor

The Points Cost of Heavy Armor has been updated to 8.

Extra-Heavy Armor

The Points Cost of Extra-heavy Armor has been updated to 16.

Page 155, Gifts of Thoth

8. Flight

By calling on the power of Thoth, the Harbinger flies through the air at great speed. Use of this power must be declared at the start of the Harbinger's Activation Phase, and it cannot be used if the Harbinger is attached to a unit of warriors. The Harbinger is capable of only short flights, and must land at the end of his Activation Phase. The Harbinger flies with a Move Value of 24", and at a height of 12". While in flight, the Harbinger can make a Swooping Attack, or engage another flyer in melee combat. The flight may be used to engage an enemy model in melee combat, but the Harbinger does not gain the Charge bonus. The first time this power is used in each game costs 0 Ka Points; each subsequent use of the Flight power costs 1 Ka Point. Other rules for flying are detailed in Chapter Two.

Cost: 1st use Free, 1 Ka Point thereafter

Page 132, Gifts of Horus

1. Shining Chariot

The Harbinger calls out to the sky, and a shining chariot of gold appears at his side. For the duration of the battle, the Harbinger is granted the use of a Chariot of the Gods, pulled by the divine hawk-headed steeds of Horus. The Shining Chariot must be invoked at the beginning of the Harbinger's Activation Phase, and the Harbinger can take no other action but to climb

aboard. The Harbinger may ride in the Shining Chariot himself, or may designate one of his followers as the Passenger. If the Shining Chariot is given to a follower, it may only be ridden by this model for the duration of the power's use.

The Shining Chariot is placed on the tabletop in base contact with the Harbinger, facing in the direction of the player's choosing. No Driver is required, and the Shining Chariot will take the chosen Passenger wherever he desires. If the Passenger dismounts in the midst of a battle, the Shining Chariot remains, but it cannot move and no other model can take control of it. The chariot will only disappear if the Passenger is slain, or if it is destroyed in combat.

The Shining Chariot does not actually ride upon the ground, but glides a few inches above it—it may travel over water, swamp, or rough ground as if it were flat terrain, but it cannot travel over linear obstacles such as walls. The Shining Chariot has the same Profile as a normal Chariot, but with an Armor Rating of 4. However, the Passenger's protection remains the same, receiving only a +2 to his Armor Rating while on board. This power may be used by the Harbinger more than once, but the player may have only 1 Shining Chariot in play at a time.

Cost: 1 Ka Point

Page 170, Master of Words Spells

15. Spiky Ground

Long spikes of stone, sharp as daggers, stab upward from beneath the ground, covering an area with a carpet of death. The Sorcerer must be able to see the center of the affected area, the spikes of which cover the ground in a 3" radius circle. Any model that attempts to move into or through the area risks injury or death. Each time a model attempts to move through, the Sorcerer makes an Arcane Test against the model's Defend Rating. A success means the model loses 1 Wound Point. The model is not allowed to make an Armor Save, but instead makes a Move Save, based upon the model's base Move Value – nimble warriors may be able to avoid the spikes. The model must roll equal to or less than its Move Value to avoid taking a wound. Amulets of Ptah bestow their bonus of +1 to the Save.

Chariots are handled differently than units on foot. A Chariot that is moving at Advance Speed makes a single Save vs. a Target Number of 5. A Chariot that is moving at Fast Advance speed must make 2 Saves, each at a Target Number of 5. Each failed save results in a wound.

Spiky Ground cannot be cast upon an area that is already occupied by any model. The To-tanem, and their Stone Colossi, are unaffected by Spiky Ground.

Test: Arcane vs. Defend
Range: 12" line-of-sight
Duration: Battle
Cost: 3 Spell Points

Page 185, Nekharu Torturer

On the Battlefield

The Flesh-Hulk is a Monster and cannot be attached to any unit, as all things go out of their way to avoid it. The Torturer goads the Flesh-Hulk into battle, but he is careful not to get too close. They are considered a single unit, with the Torturer always remaining 1" behind the Flesh-Hulk. The Flesh Hulk is slow and lumbering; it must wheel as a unit, and cannot be issued the Fast Advance command. Once the Flesh-Hulk declares a Charge or enters melee combat, the Torturer automatically detaches from the monster and can move about independently as if detached by the Attach/Detach command. If the Flesh-Hulk somehow survives the melee and has no-one left to fight, it is considered Disordered until the Torturer returns and attaches—it is a mindless thing, and requires the guidance of the Torturer to follow orders.

Page 186, Beloved of Sobek

Warband Restrictions

A warband must have a minimum point value of 750 points to include a Beloved of Sobek. A warband may include only 1 Beloved of Sobek. The warband of a Harbinger of Sobek may include up to 3 Beloved of Sobek, if his units allow (see page 162).

Uncontrollable

The Beloved of Sobek is vicious and uncontrollable, and will eagerly charge into combat with the nearest enemy – even against the orders of his commander. If the Beloved starts his Activation phase with an enemy model within its forward 12" charge arc, it must make a Discipline Save; failure means that the Beloved ignores its current orders and immediately charges the enemy, success means that the player moves the Beloved as ordered. If there is more than one unit with the Beloved's charge arc, the Beloved must make a Save for each unit, starting with the unit closest.

Bloodthirsty Charge

Though normally slow and lumbering, the Beloved of Sobek can move swiftly if there is a fight to be had. When the Beloved charges an enemy model, the Beloved's charge movement is x3 his normal Move Value. Thus, under normal circumstances, a Beloved could charge an enemy model up to 12" distant. Note: if the target proves to be further than this extended charge range and the Beloved does not make base-to-base contact, the Bloodthirsty Charge fails. The failed charge is treated as a Fast Advance (only x2 the Beloved's normal Move Value) and the Beloved is moved toward the target the full distance that this allows.

Page 187, Tethru Scribe

The Scribe's Account

The Tethru Scribe makes a record of the events of the battle, and provides his warband two benefits:

1. The Scribe's warband receives 1 automatic free Victory Point at the end of the battle. Victory is often a matter of perspective, and the Scribe's favorable account puts a positive spin on otherwise indecisive events.
2. In Campaign Play, if a Harbinger has earned Renown Points at the end of a battle, he is awarded 2 additional Renown Points because of the Scribe's glorious account. But the records of the Scribes are a double-edged sword; if the Harbinger loses Renown, his humiliation is recorded for all to know, and he loses 1 additional Renown Point.

Note that the Harbinger's warband must participate in the battle to gain the benefit of The Scribe's Account; some members of the warband must have engaged enemy models in Melee combat during the course of the battle. Also, the Scribe must survive the battle to provide his benefits.

